

HIVE SMASHERS™

GAME RULES

CONTENTS:



2 player

36 Bee Cards 2 Queen Cards
36 Wasp Cards 1 Rule Book
30 Action Cards 2 Ref Cards



15-20
minutes

THE WAR RAGES ON...

Deep within the heart of the planet Insectivus, the Bee Clan and the Wasp Clan have, for generations, been battling for supremacy. Both sides pit their fiercest warriors against one another in hoping to weaken or seize their enemies hives.

Every hive that falls brings the war one step closer to ending... side with the honorable Bees wielding weapons of polished gold or align with the villainous Wasps, feral warriors of the badlands. But whatever you do...

PROTECT THE QUEEN!

HOW IT WORKS

Hive Smashers is a 2-player game.



Bee Clan

VS



Wasp Clan

Each player will lay out 18 clan cards face up to build a hive to protect their Queen.



Protect your hive while at the same time attacking your opponent's hive.



Two ways to win:

Smash your opponent's Queen card (see image) **or...**
Have the strongest hive when all the cards have been used.

(**Strongest** = add up all the numbers on your clan cards still showing on your hive. If you have the highest number you win.)

SETTING UP THE GAME

1 Separate **Action** cards from **Clan** cards and shuffle each deck thoroughly.

2 Deal 18 Clan cards to each player.

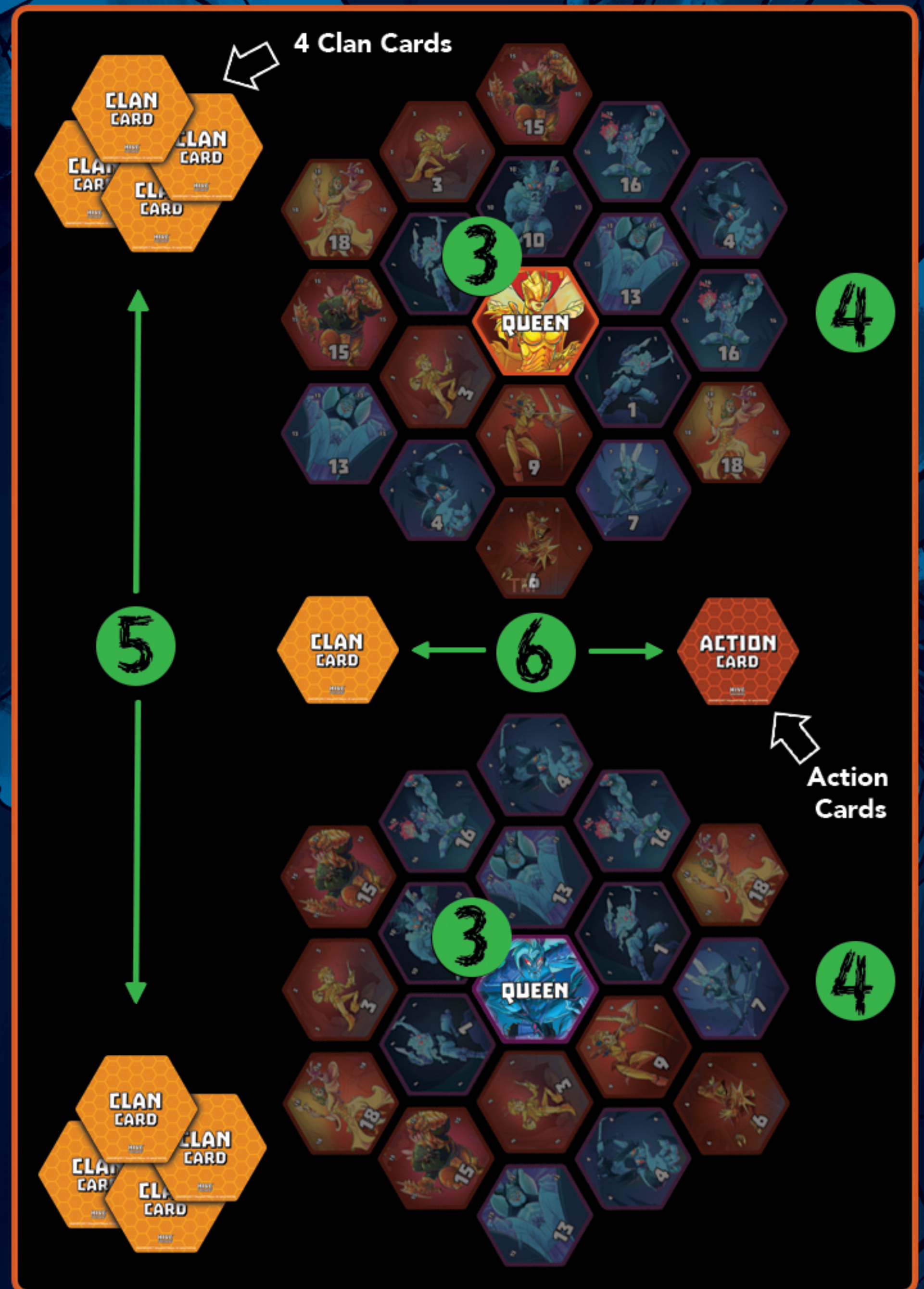
3 Choose your Queen and place it at the center of the space in front of you.

4 Using the Clan cards *face up*, build your hive to surround your Queen.

5 Deal 4 new Clan cards *face down* to each player.

6 Place Action cards and remaining Clan cards *face down into separate piles*.

3



GAME STRATEGY: BUILDING YOUR HIVE

Make your hive as strong as possible by surrounding your Queen with any cards in your clan color.

If you have any of your opponent's clan cards then put those cards where they can't create a **Path** first. (see page 10) These areas are called *dead zones*.

A stronger hive can also lead to a **Technical Victory**. (see page 7)



(STRATEGY FOR BEE CLAN)

SETTING UP THE GAME (ACTION CARDS)

Ideally, the **Action** cards should be shuffled a specific way for the game to be played properly:

1. Create 3 piles. Each pile should contain:

- 5 Tunnel cards**
- 3 Collapsed Tunnel cards**
- 1 Smash card**
- 1 Swap card**

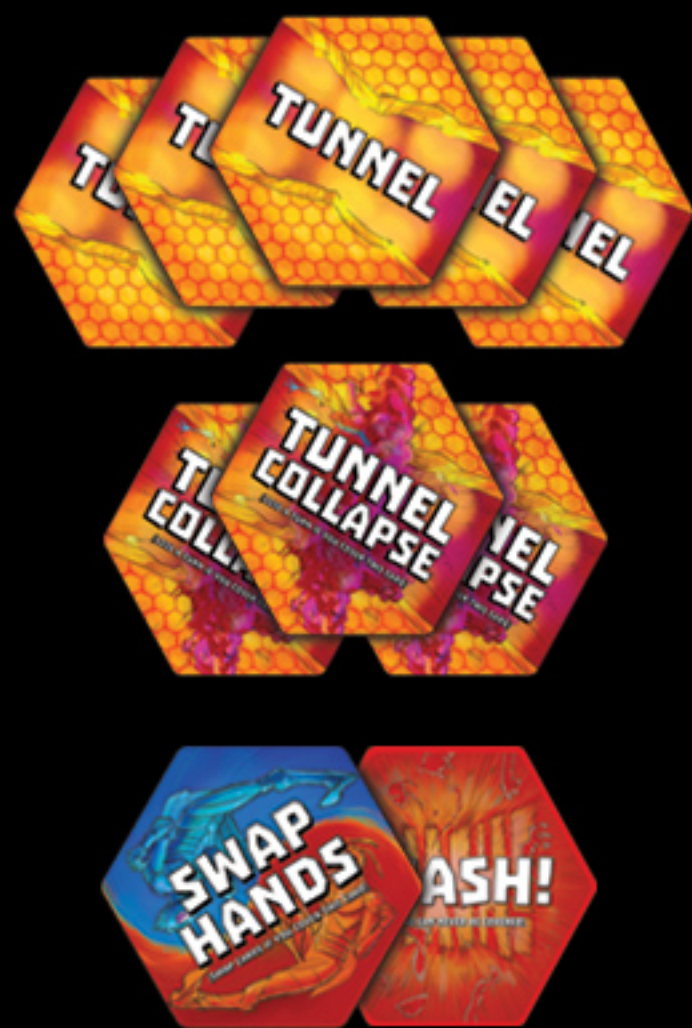
(see opposite page)

2. After shuffling each pile, stack them on top of one another and place the deck face down. Now you're ready to do play!

SETTING UP THE GAME (ACTION CARDS)

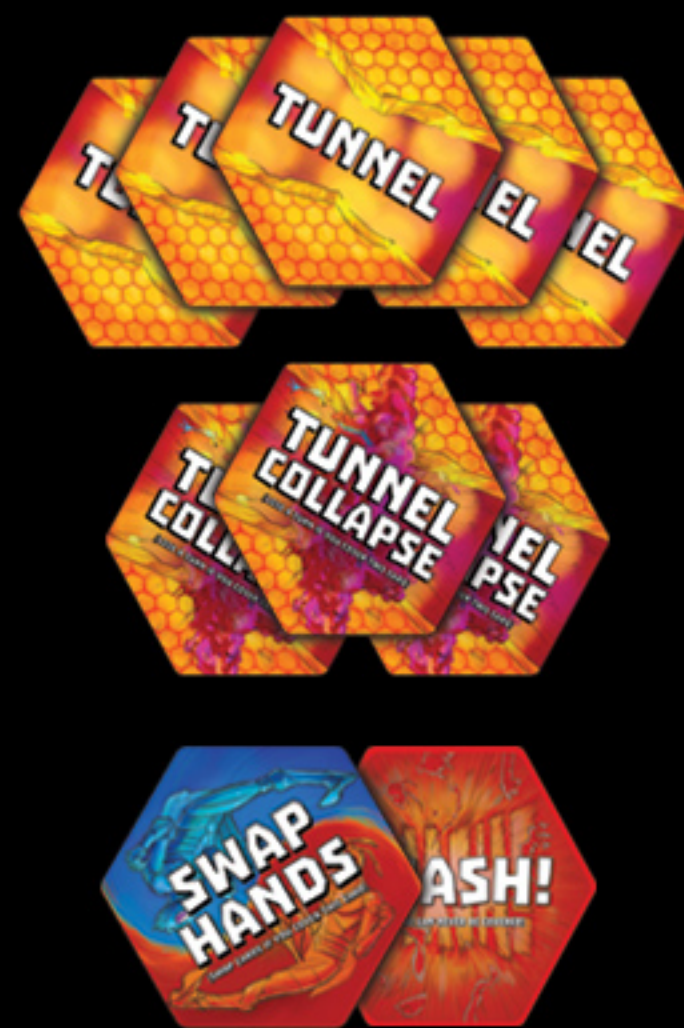
Shuffle 1st Pile

- 5 Tunnel Cards
- 3 Tunnel Collapse Cards
- 1 Swap Card
- 1 Smash Card



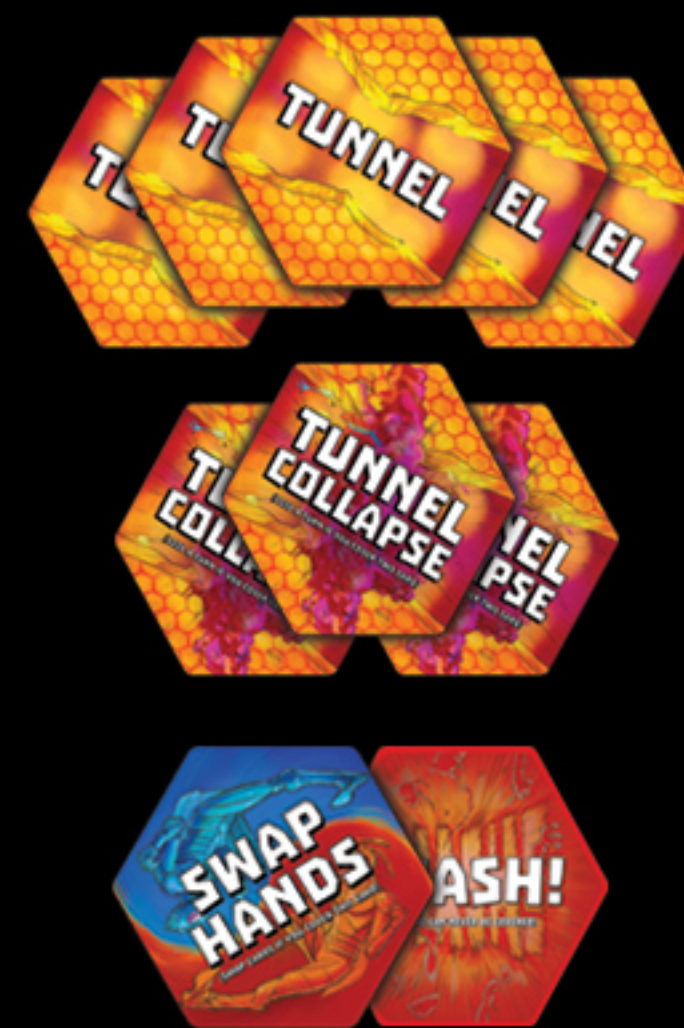
Shuffle 2nd Pile

- 5 Tunnel Cards
- 3 Tunnel Collapse Cards
- 1 Swap Card
- 1 Smash Card



Shuffle 3rd Pile

- 5 Tunnel Cards
- 3 Tunnel Collapse Cards
- 1 Swap Card
- 1 Smash Card



Combine all 3 piles into one deck



GAME PLAY:

WINNING THE GAME

There are two ways to win at Hive Smashers...

Decisive Victory

Build a tunnel and play a Smash card on your opponent's Queen.

Technical Victory

If any player can't keep four cards in their hand at the end of their turn (because the Clan deck or the Action deck is officially used up) then **STOP!**

Add all the numbers specific to your own clan that are visible in your hive. The player with the most points in their hive is the strongest and thereby wins!*

**For example, if you are in the Bee clan, add up all the numbers on the Bee Clan cards that are visible within your hive. These are your total points.*

GAME PLAY:

TAKING YOUR TURN



You must always have 4 cards in your hand.

Play a card from your hand by covering another card on either your hive or your opponent's hive:

Was it an Action card?*

If **yes**, then pick up a **Clan** card.

Was it a Clan card and it helped?***

If **yes**, then pick up an **Action** card from the Action card deck.

If **no**, then pick up a **Clan** card from the Clan card deck.



Action Card Deck



Clan Card Deck

**If you only have Action cards and you can't play any of them, put one of your Action cards on the bottom of the Action deck and draw a Clan card. Your turn is now over.*

***You help your clan by changing a card of your opponent's to your clan, lowering a clan card number of your opponent's, raising a clan card number of your clan, or helping to block a tunnel through to your Queen in any way.*

GAME PLAY: CLAN CARDS

Lower your opponent's defenses by placing a lower colored card from their clan over a higher card from their clan.



(ASSUMING YOU ARE THE BEE CLAN)

You cannot play a lower number from your clan on a higher number of theirs.

Start to build a Path by placing a higher colored card from your clan over a lower color from their clan.



(ASSUMING YOU ARE THE BEE CLAN)

If you have no other cards to play, you can lower your own defenses by playing a card of the same or lower number over your own Clan Cards.

(This does not help you).

(ASSUMING YOU ARE THE BEE CLAN)



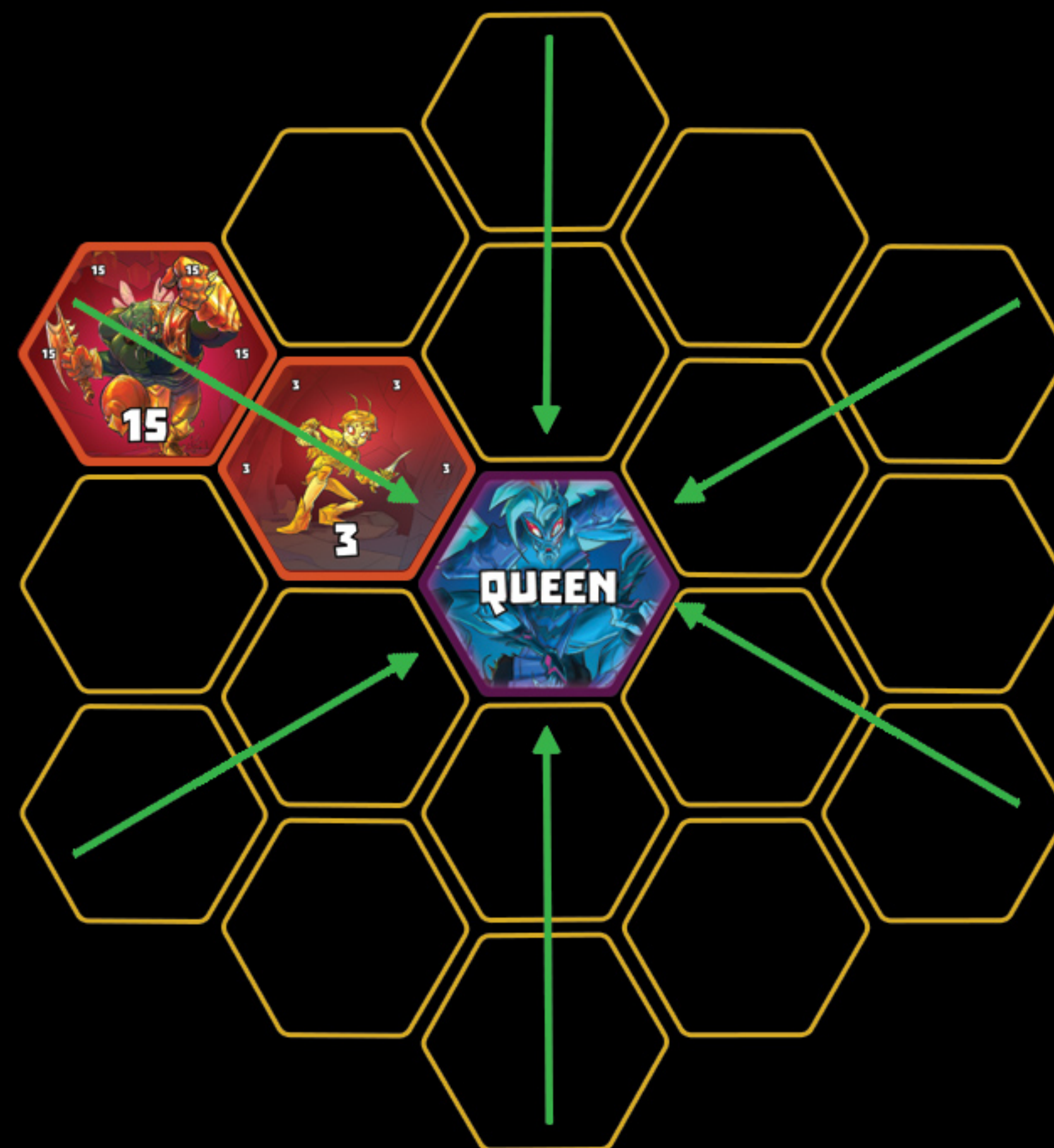
GAME PLAY: PATHS

To smash your opponent's Queen, you must build a **Path** so you can then build a Tunnel, then lay down a Smash Card on your opponent's Queen.*

Build a **Path** by placing 2 cards of your clan side-by-side, leading to your opponent's Queen.

The arrows show the only avenues to build a **Path** (and then a tunnel).

**Only a Smash card can be placed on top of a Queen card.*



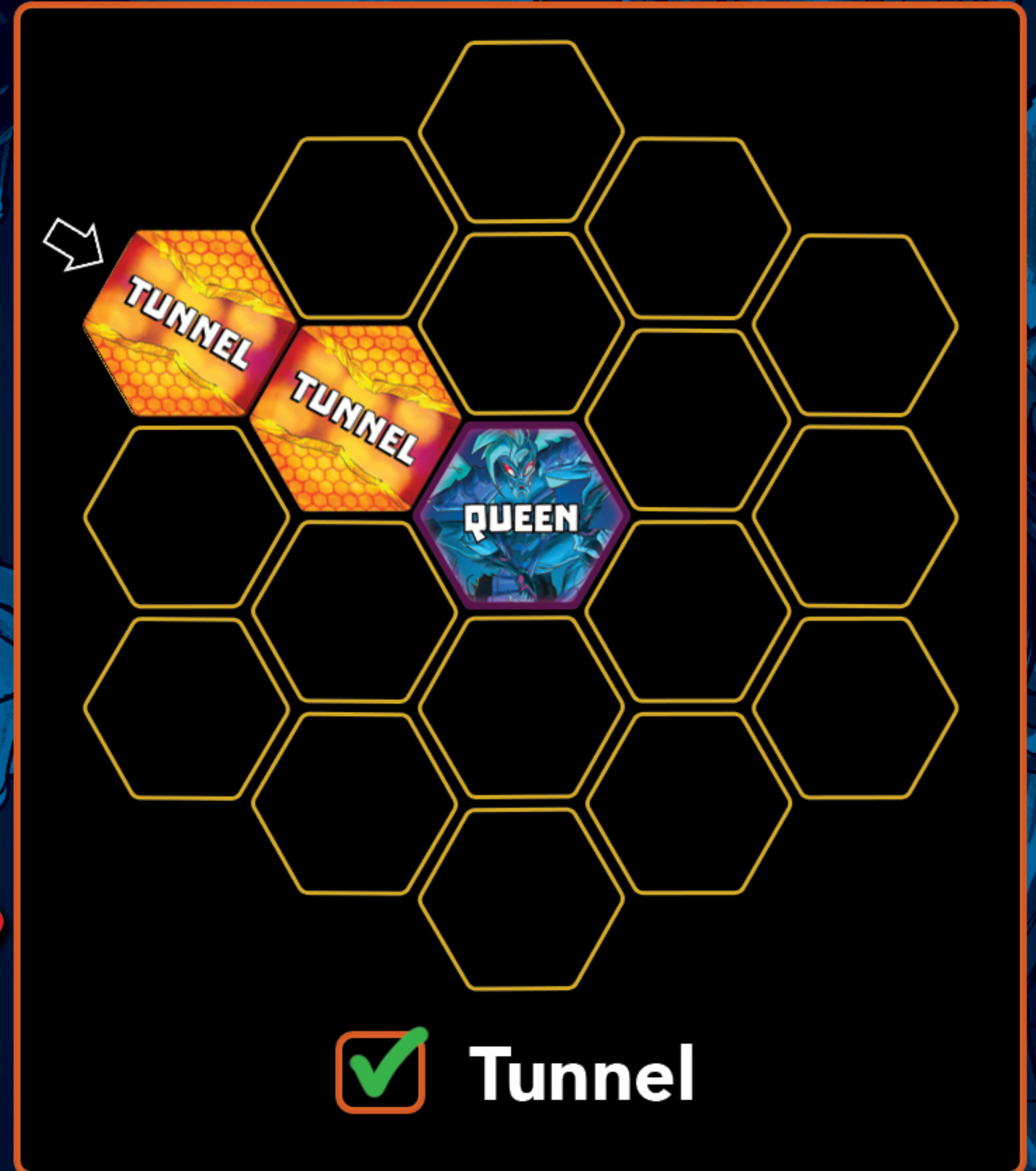
Path

GAME PLAY: TUNNELS

Once you build a **Path**, on your next turn you can lay down a **Tunnel** card on one of the cards in the Path.

When it's your turn again, you can lay down *another* **Tunnel** card. (see image)

Then, on your next turn, if you lay down a **Smash** card on your opponent's Queen, you win!



GAME PLAY:

STOPPING A TUNNEL

If your opponent lays down a Tunnel card in your hive, you can lay down a **Swap**, **Tunnel Collapse**, or **Smash** card to block the tunnel.



Swap Card



Tunnel Collapse Card



Smash Card

- * Swap cards can go on Character cards and Tunnel Collapse cards as well.
- * Tunnel Collapse cards require you to lose a turn if you cover them (you can cover them using any card).
- * Smash Cards can go anywhere and can never be covered.



Tunnel Blocked

GAME PLAY: CARD SCENARIOS

If your opponent has placed a Tunnel Collapse card down to block your Tunnel, you can cover the Tunnel Collapse card with any of your Clan cards (until you get another Tunnel Card).



(ASSUMING YOU ARE THE WASP CLAN)



If your opponent blocks your tunnel halfway to completion with a Clan card, then you must cover that card with one of your own Clan cards to fix the Path. (you can also put down a Swap or Smash Card).



(ASSUMING YOU ARE THE BEE CLAN)



Any card can go on top of a Swap Card.

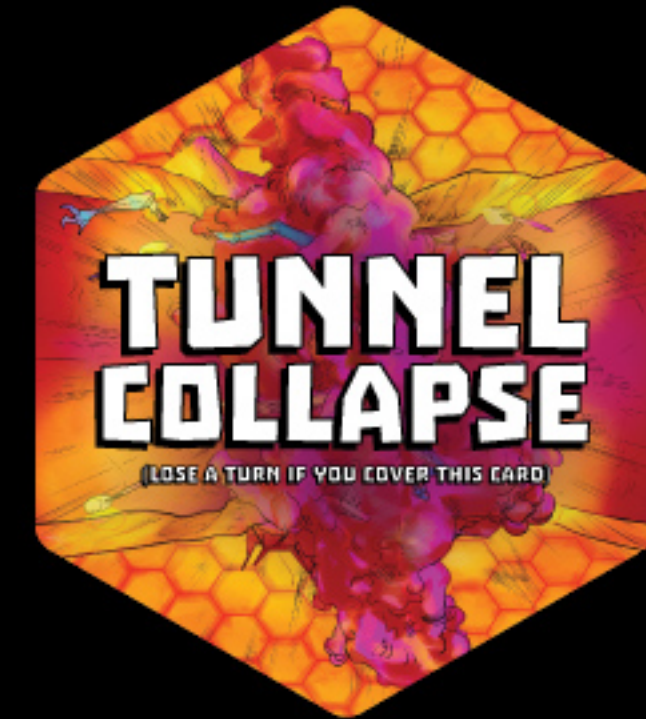


GAME PLAY: CARD SCENARIOS



Remember...Clan cards can't
cover Tunnel Cards.



If you cover a Tunnel Collapse card,
and your opponent covers a
Tunnel Collapse card right
after your turn, then
neither player loses
a turn.



GAME PLAY: REMINDERS

-  The youngest player goes first.
-  If someone lays a card down on a Swap card, don't swap hands until that player has drawn a Clan card so that each player has 4 cards again.

ALTERNATE GAME PLAY

For a tougher challenge, pass out the initial 18 Clan cards to each player *face down* and then surround each queen with all cards. Then turn all cards face up and play them as they are (without moving them to more suitable positions.)

WARRIORS

The Bee Clan



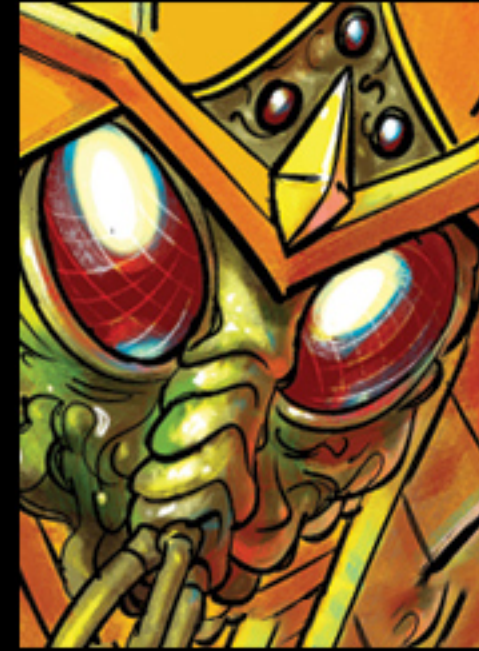
Adolescent Bee



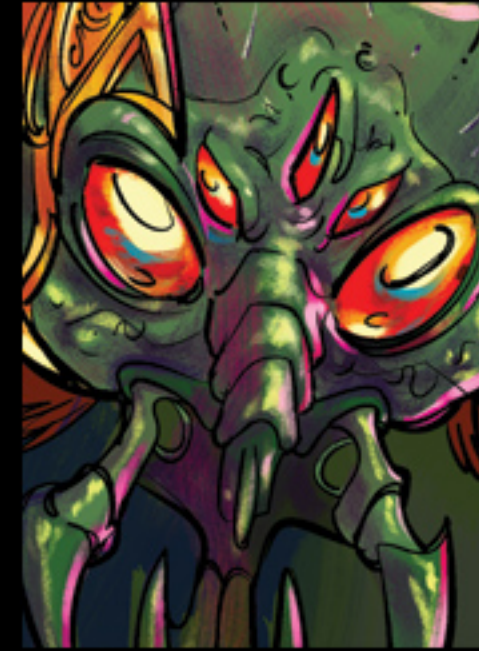
Ninja Bee



Archer Bee



Warrior Bee



Goliath Bee



Sorceress Bee



Bee Queen

The Wasp Clan



Adolescent Wasp



Ninja Wasp



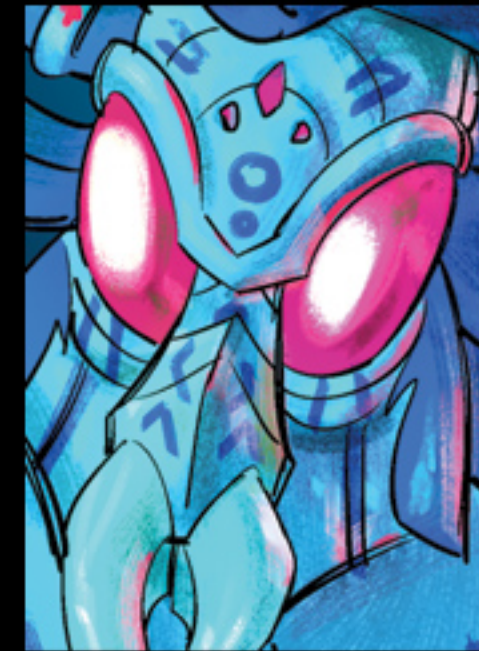
Archer Wasp



Warrior Wasp



Goliath Wasp



Sorceress Wasp



Wasp Queen



Credits:

Trenton Payne
Game Designer, Art Director

Kat Payne
Instructional Design

Dave Youkovich
Illustrator

Devor Barton / Tanner Payne
Usability Research

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